

Shadow Comics

NOV. 1942

10¢

VOL. 2 • NO. 5



**3 CHILLING
SHADOW STORIES**

AND
**NICK CARTER
HOODED WASP
DANNY GARRETT
LITTLE NEMO
AND OTHERS**



THE Shadow Comics NOW APPEARS ONCE EACH MONTH

NEXT ISSUE DATED FOR DECEMBER WILL BE PLACED ON SALE OCTOBER 23, 1942

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SHADOW COMICS

PUBLISHED MONTHLY

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79 SEVENTH AVENUE, N. Y.

HORROR HOUSE



LAMONT CRANSTON AND MARGO LANE COME TO VISIT BARTON FREW, A WEALTHY RECLUSE, WHO IS SEEKING TO FINANCE DESERVING INVENTORS

UNFORTUNATELY NO INVENTORS HAVE BEEN ABLE TO REACH THE MANSION EVERY SUCH VISITOR HAS BEEN DISCOVERED DEAD IN THE WOODS LEADING TO THE HOUSE STRANGLED BY AN UNKNOWN ASSASSIN !

DEPUTIES ARE NOW GUARDING FREW'S ESTATE.





I'D SAY THE VICTIM DIED BEFORE WE HEARD THE SHRIEK.. BUT RIGHT NOW, GETTING BACK TO THE CAR IS MOST IMPORTANT.

HERE THEY COME TO QUESTION US-- BUT WHERE IS LAMONT?

RIGHT HERE, MARGO.

AND THIS IS MISS LANE --

GO RIGHT AHEAD, MR. CRANSTON.

MR. FREW IS EXPECTING YOU.

CRANSTON! I'M GLAD NOTHING HAPPENED TO YOU! COME INSIDE, WHERE IT'S SAFE!

BECOMING CRANSTON, THE SHADOW INTRODUCES HIMSELF AND PROCEEDS TO THE MANSION WHERE HE AND MARGO MEET BARTON FREW...

HERE WE ARE, MARGO.

5105



IT'S GETTING DARK,
MARGO. THE RIGHT
TIME FOR ME TO
SEARCH THE WOODS
FOR CLUES TO CRIME.

NO, LAMONT!
EXCEPT FOR
THE GARDEN,
THIS HOUSE
APPALS ME!

YOU MUSTN'T
LEAVE ME
ALONE!

ALONE? WHY,
YOU STILL HAVE
YOUR LUGGAGE--



AFTER SEARCHING THE WOODS, THE SHADOW RETURNS TO WATCH HORROR HOUSE . . .



HOW SILLY OF ME TO BE FRIGHTENED BY THIS HOUSE! I'LL JUST GO TO BED AND FORGET IT.

STILL, I WON'T FORGET THIS GUN THAT LAMONT GAVE ME. I'LL KEEP IT HANDY IN (THE POCKET OF) THIS DRESSING GOWN!

I'LL TAKE A SHOWER FIRST AND THEN TURN IN. WHY, WHAT'S HAPPENING TO THE WATER?

PFFT.
LISTEN, MARGO -- I'VE FOUND OUT THAT FREW IS THE MURDERER! HE SENT GAVIN TO WATCH YOUR ROOM--

IT'S SKEET! TALKING FROM THE CELLAR!

I'LL LOOK OUT, ALL RIGHT, WHEN I GET THAT DRESSING GOWN AND GUN!

SO LOOK OUT!

ALL RIGHT, GAVIN. DOWNSTAIRS MARCH -- TO MEET A FRIEND OF MINE.

TAKE THIS GUN, SKEET, AND WE'LL CALL ON MR. FREW!

I'VE GOT IT, LET'S GO!



WELCOME, NESBIT! YOU ARE LUCKIER THAN MY FORMER VICTIMS. YOU WILL HAVE COMPANY WHEN YOU DIE!

WE'LL TAKE THOSE PLANS, NESBIT!

THIS TREE (I CALL A BANYAN) IS ACTUALLY A PYTHON PLANT, ITS BOUGHS AS DEADLY AS THE COILS OF THE SNAKE FROM WHICH IT GAINS ITS NAME!

SO THE OTHER INVENTORS WERE STRANGLED HERE!

AND THEIR BODIES DUMPED IN THE WOODS!

THE SHADOW DOES KNOW!

HOW DID HE GET HERE?

IF THE SHADOW ONLY KNEW!

AND NOW, FREW --

IT'S NO USE, SHADOW! YOU ARE INVISIBLE, BUT YOUR FRIENDS ARE NOT. WE ARE BLOCKING THE ONLY WAY TO ESCAPE. ONE MOVE FROM YOU --

LEAD THEM THAT WAY, SKEET!

THAT WAY? ALL RIGHT, CHIEF --





GIANT'S GARDEN

AGAIN--
THE SHADOW
MEETS
SHIWAN
KHAN,
THE GOLDEN
MASTER--
IN THE
GIANT'S
GARDEN!!!



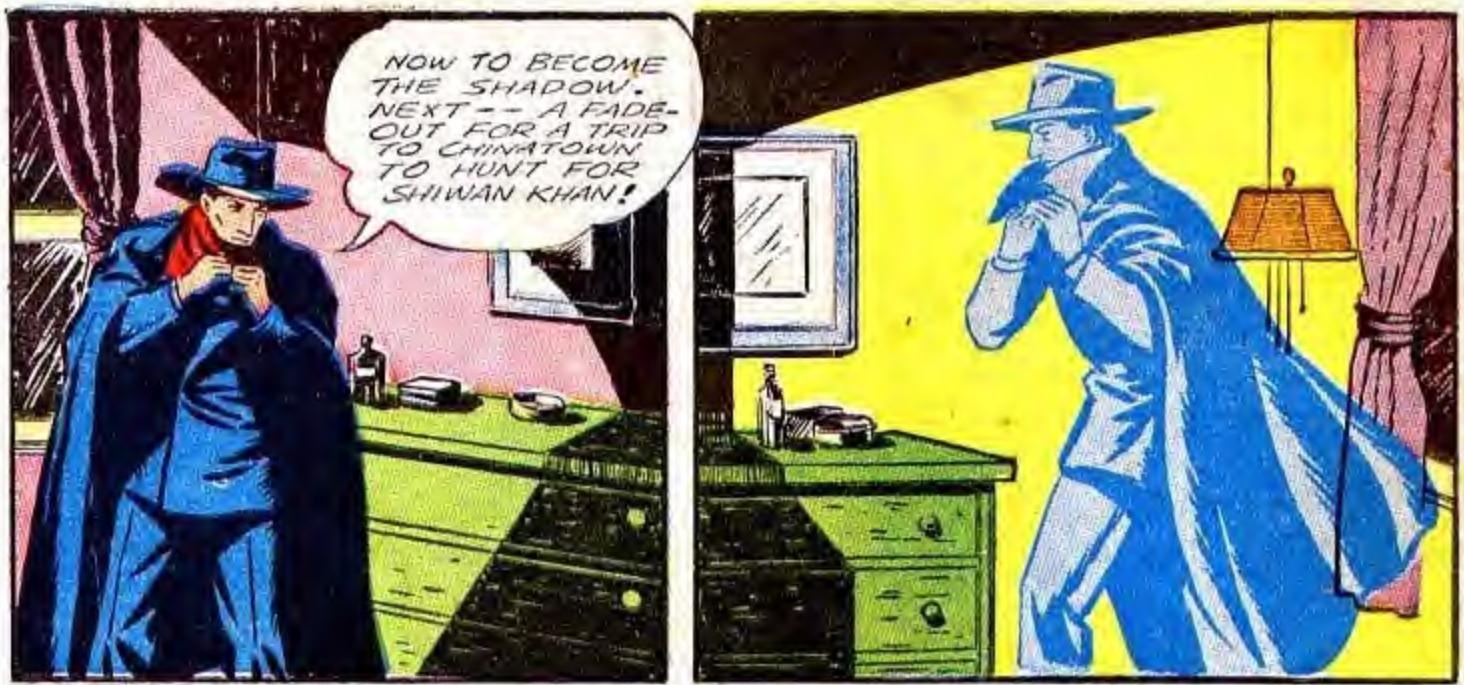
BUT NO ONE SPOKE,
LAMONT! ALL I HEARD
WAS A STRANGE
GONG!

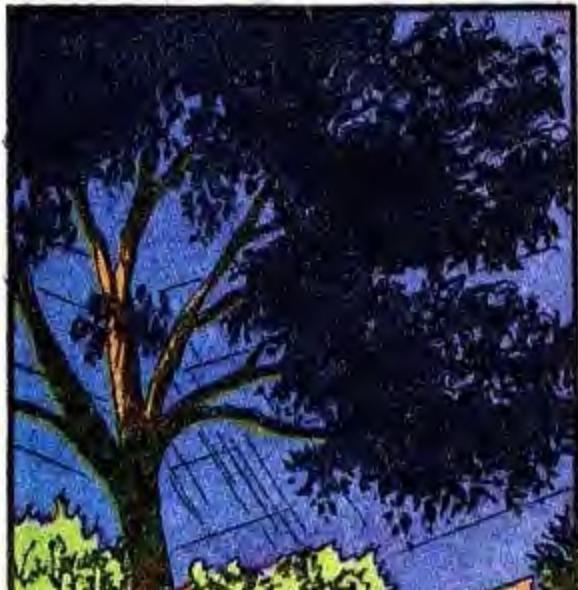
THAT
MEANS SHIWAN
KHAN IS BACK
AGAIN PLANNING
NEW DEVILTRY!

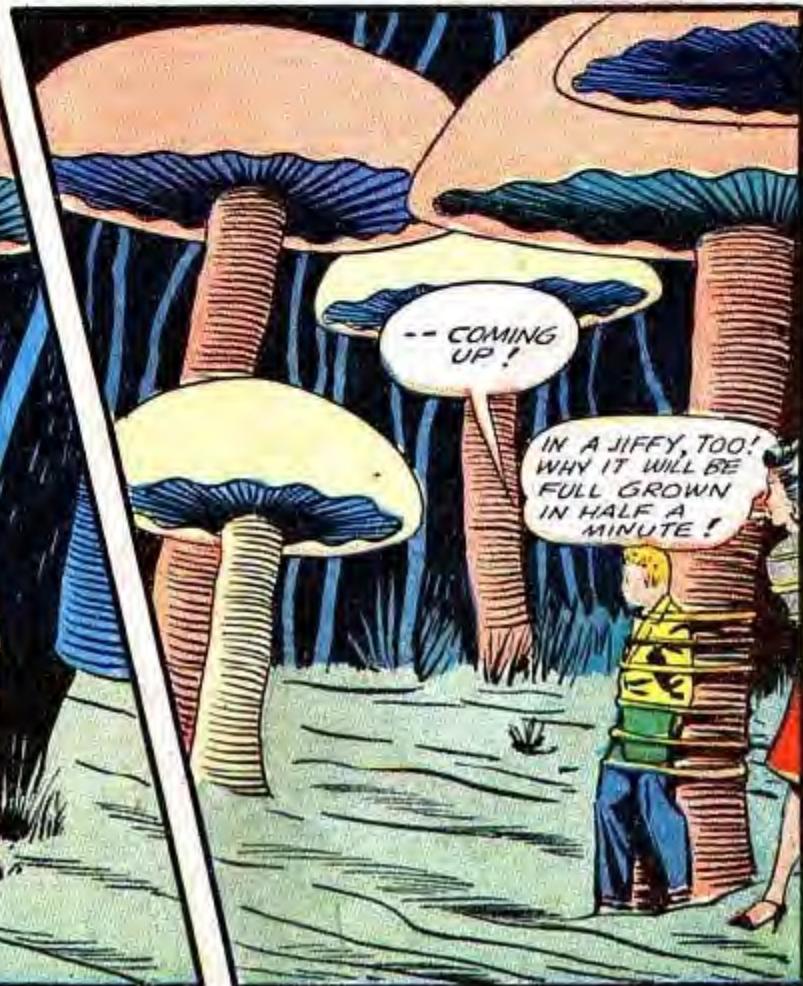
LAST TIME SHIWAN KHAN
HYPNOTIZED SHREVY.
SKEET MAY BE NEXT. YOU
BETTER GO AND WARN
HIM, MARGO.

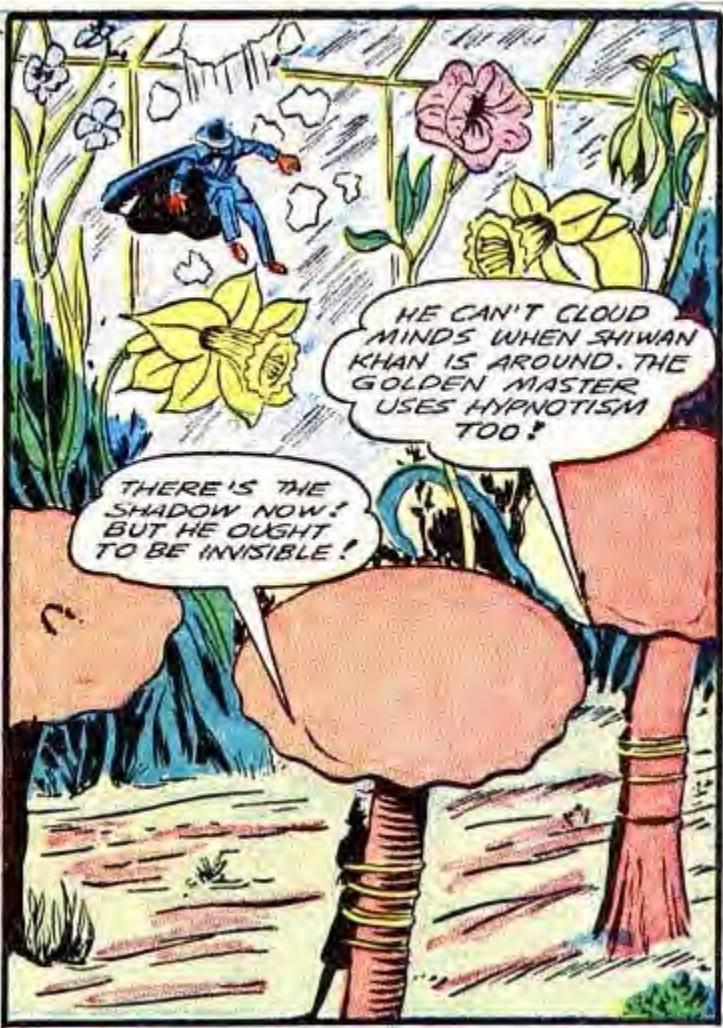


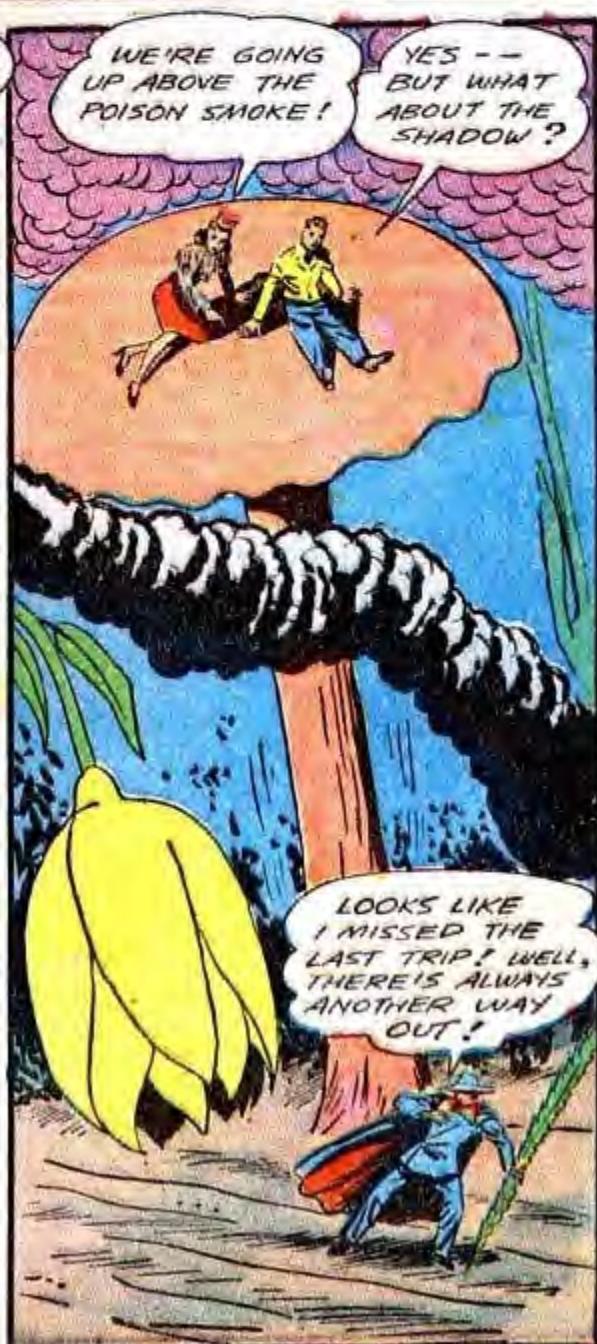
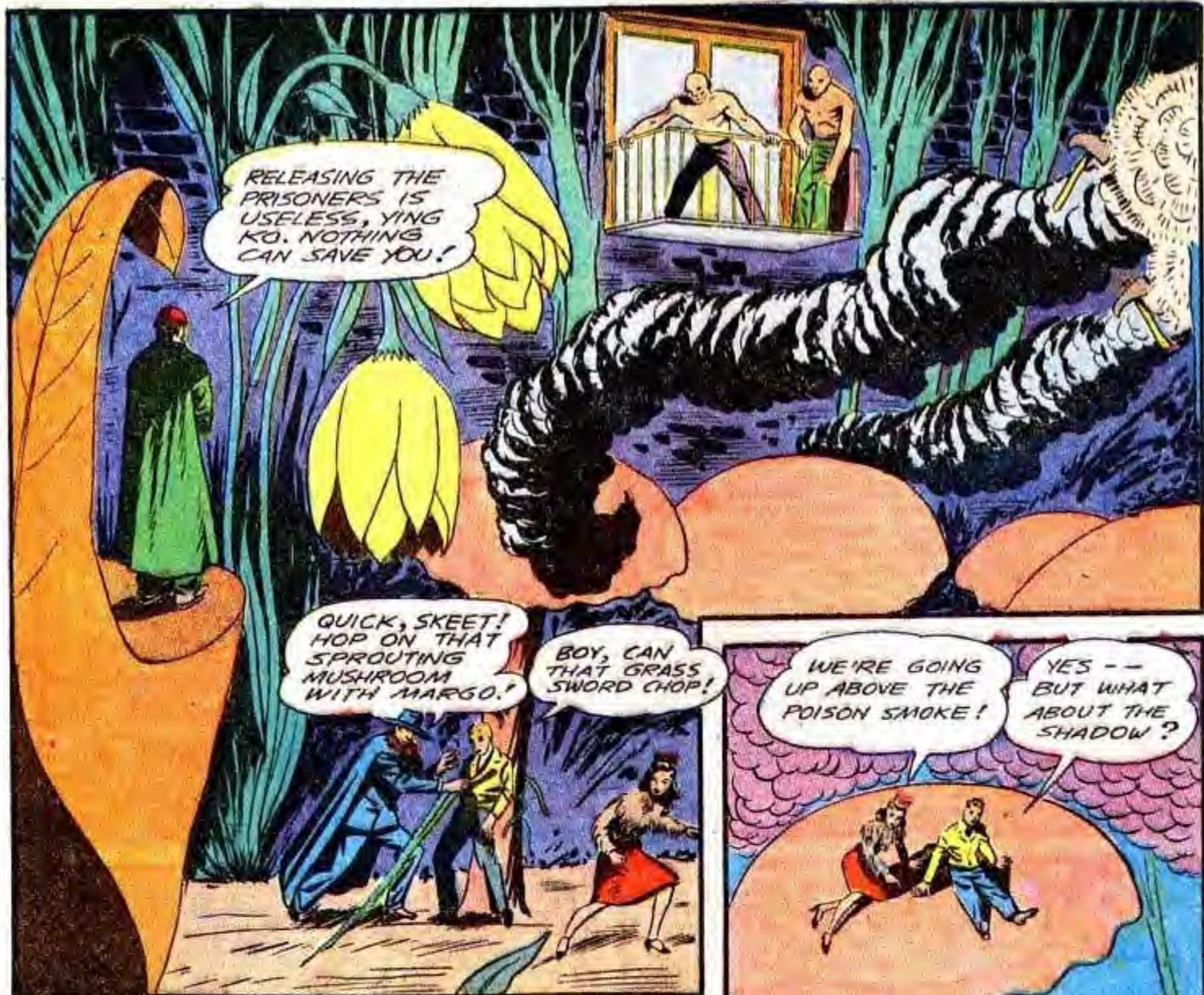
ILLUSTRATED
by
Jack Binder



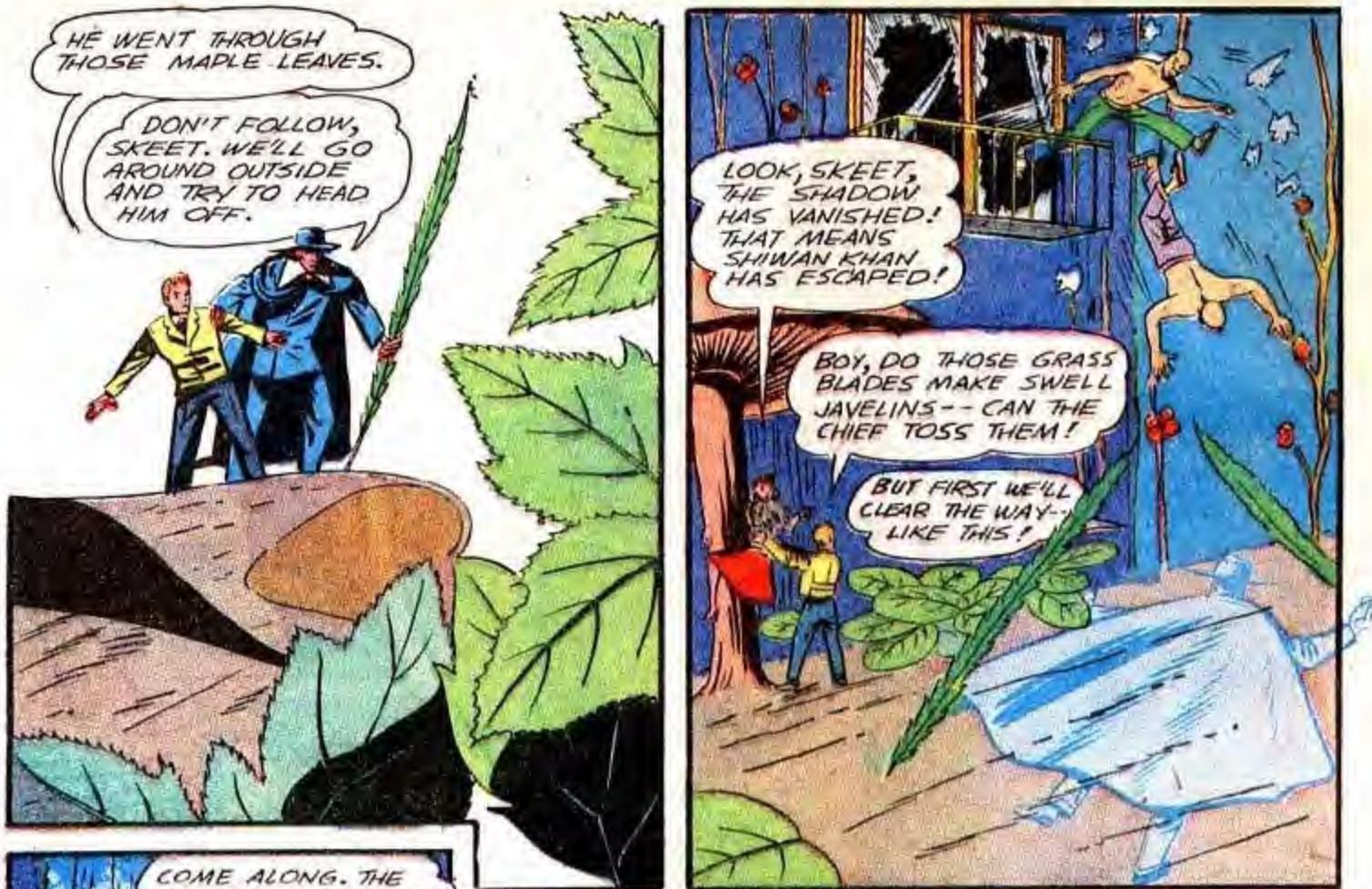










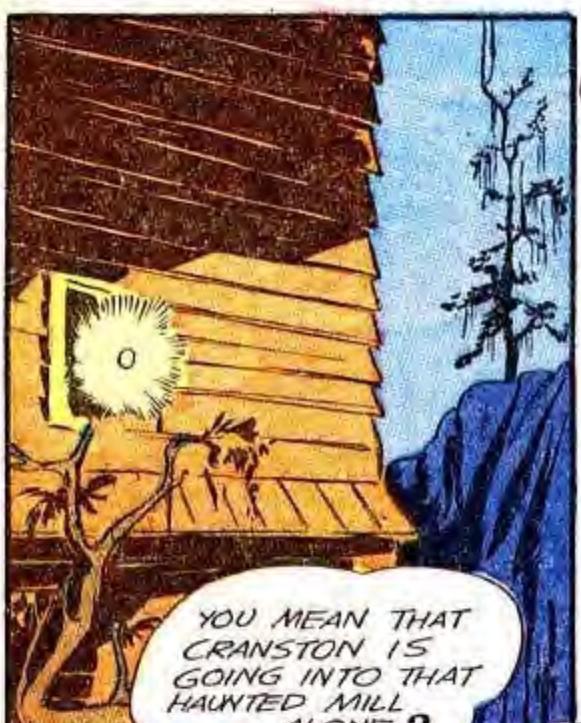


The Shadow

The HAUNTED
MILL!!









WHILE JORMAN AND THE OTHER FEDS SEARCH THE OLD MILL, CRANSTON AGAIN BECOMES THE SHADOW AND MAKES A SIDE TRIP



YOU CHOSE AN EXCELLENT SITE FOR YOUR LODGE, STRAHN.

YES, IT IS FREE FROM STORMS THAT SWEEP THE SUMMIT.

JAMONT CRANSTON ARRIVES AT STRAHN'S MAGNIFICENT LODGE ON THE OTHER SIDE OF THE MOUNTAIN.....

I'M GIVING YOU THIS ROOM, CRANSTON, BECAUSE IT HAS A PRIVATE PHONE IF YOU WANT TO CALL NEW YORK.

THANKS, STRAHN. I DO HAVE A CALL TO MAKE.

FIRST TO BOLT THE DOOR; THEN MAKE A CALL AS STRAHN SUGGESTS.

ALWAYS TURN THE RECEIVER THE OTHER WAY WHEN YOU LIFT IT. NO BUZZ? THIS PHONE SEEMS DEAD!

JUST AS DEAD AS I'D BE IF I'D HAD THE RECEIVER TO MY EAR WHEN I PRESSED THE HOOK -- AS STRAHN HOPED.

NOW, AS THE SHADOW, I CAN SCALE THE WALL WITH THESE SPECIAL SUCTION CUPS AND LEARN WHAT ELSE STRAHN HAS IN MIND.

PONG!

BANG!



ENOUGH PILLS!
MAKE READY
WITH THE
SHIPMENTS
FOR THE OUTSIDE
CREW TO PICK
UP!

FROM THE CRYSTAL
CAVE TO THE
HAUNTED MILL....

SO THAT'S THE
ROUTE THEY SENT
KLINGER'S BODY!

YES, SIR.....
COMING UP....

GHOST LIGHTS,
LIKE THOSE THE
SHADOW
MENTIONED!

I CAN SQUEEZE
THROUGH THAT LITTLE
WINDOW! I'LL WATCH
THEM, VALDA, WHILE
YOU SUMMON THE
FEDS!

I WAS SMART
TO WEAR THIS SWIM
SUIT (UNDER MY DRESS).
WHILE SKEET ENTERS THE
WINDOW I'LL GO IN BY THE
OLD MILL STREAM!

POTASSIUM PILLS!
WHEN THE SHELLS
MELT THEY MAKE
BLUE FLAMES --
LIKE GHOSTS!

THERE GOES ONE
LOAD. NOW
FOR ANOTHER!

THE
SHADOW!

THAT'S ALL,
STRAHN, AND
ENOUGH TO
CONVICT YOU
WHEN THE FEDS
INTERCEPT IT!

THAT'S
HIS
VOICE--

WHILE SKEET LEARNS
ONE ANSWER, THE
SHADOW SUPPLIES
ANOTHER!!!



Meanwhile

THE COUNTERFEITING MOB, BACK AGAIN! THEY THOUGHT THE GHOST STUFF WOULD SCARE PEOPLE AWAY! THEY'RE WAITING FOR SOMETHING--

I CAN HEAR IT COMING--

READY, BOYS--

--AND LOOK WHAT THEY GOT!

HOIST!

GRAB THAT KID!

SKKEEEEEEETT!!

IT IS A DAME!

I'M SORRY, SKEET--

(THOSE TWO WON'T MAKE ANY TROUBLE.) WE'LL LET THE FEDS FIND THEM DEAD LIKE KLINGER.

HOW'S THAT FOR A LOAD OF PHONEY DOUGH!

WHERE COULD IT COME FROM, SKEET?

I DON'T KNOW! I ONLY HOPE THE SHADOW DOES!

GOOD. HERE'S THE FIRST CONTAINER. GIVE ME A LIFT WITH IT.

THIS IS A HEAVY BABY. STRAHN MUST HAVE LOADED IN SOME COINS.

YEAH. HE SAID THE STAMPERS WOULD BE WORKING SOON.

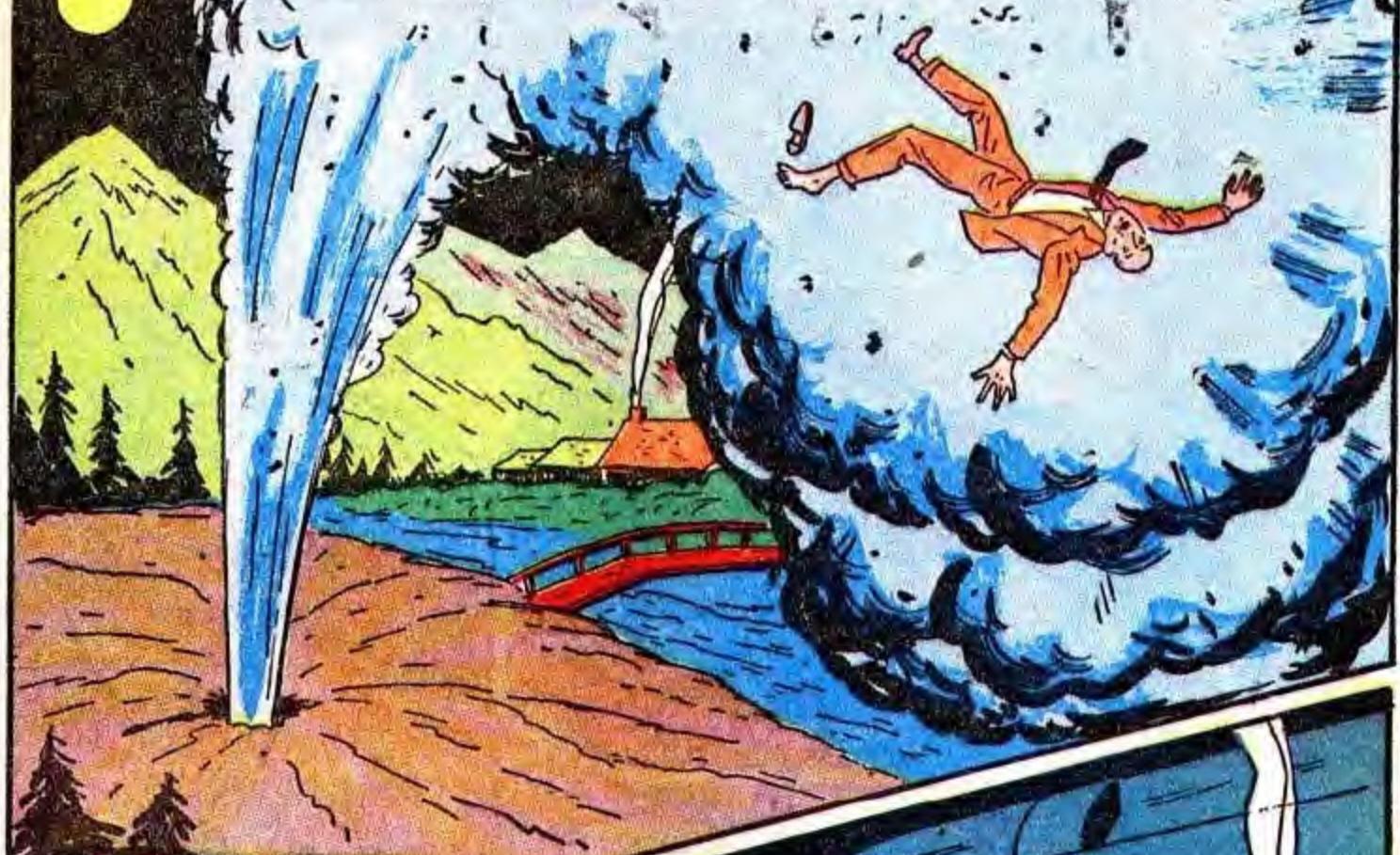
SMALL CHANGE IS EASIER TO SHOVE THAN PAPER.

HERE'S THE NEXT LOAD. HEAVE-HO, BOYS!

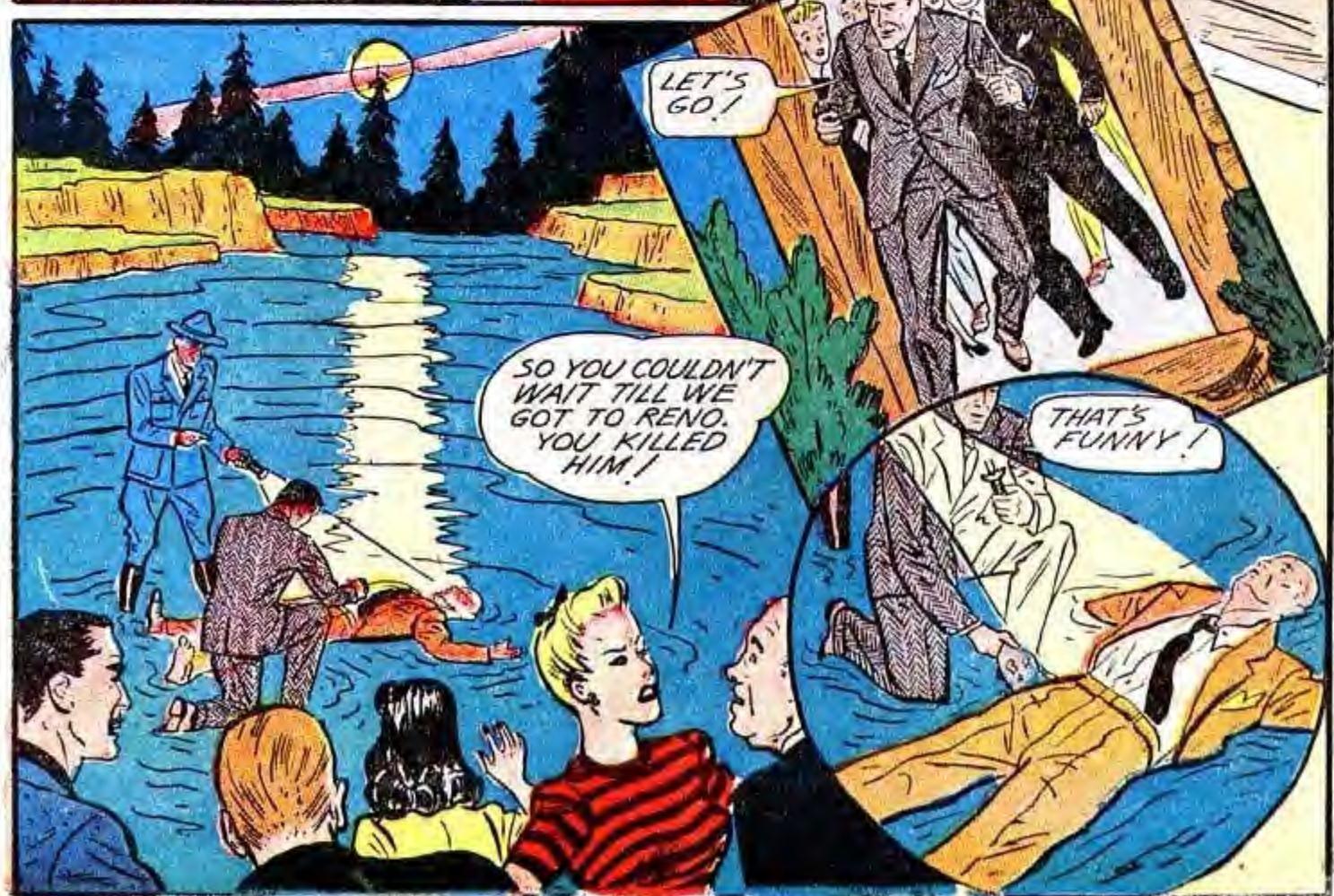


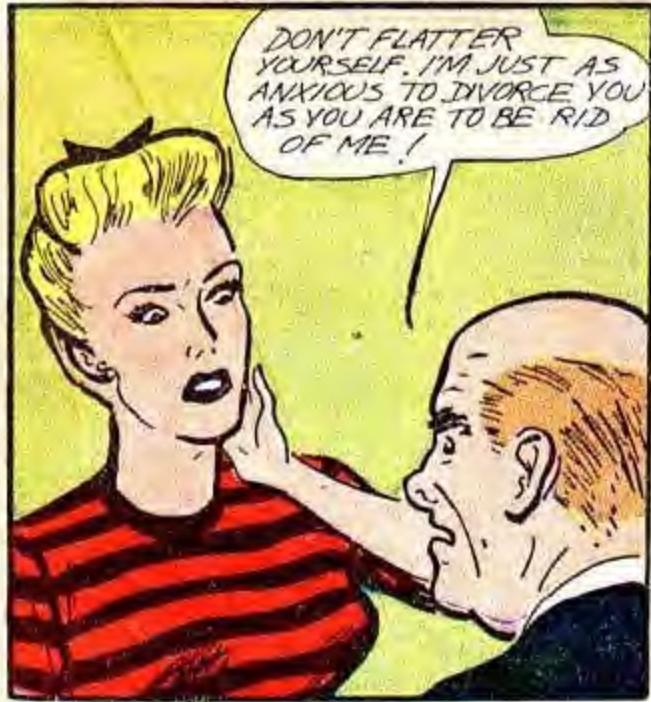
NICK CARTER...

THE CLUE OF THE MISSING PERIODS!

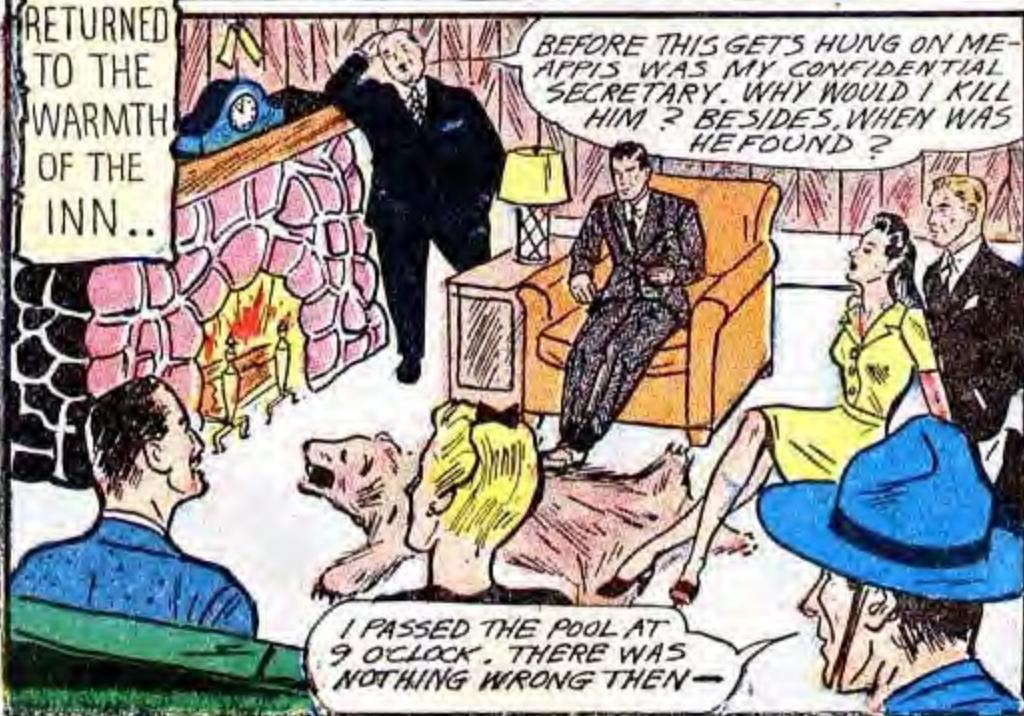


NICK WAS TO REGRET THAT HE EVER SAW "OLD FAITHFUL"!

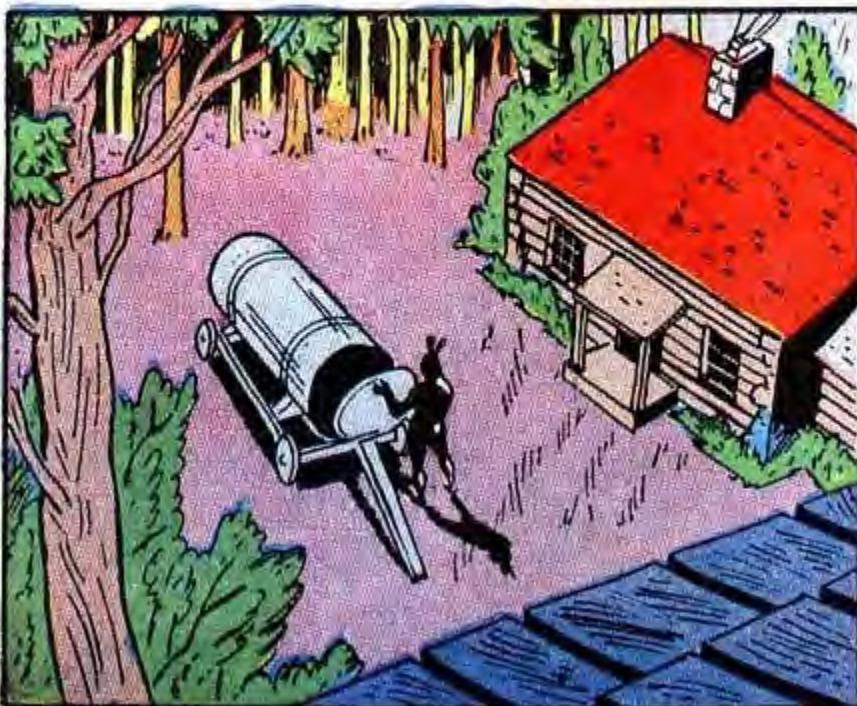




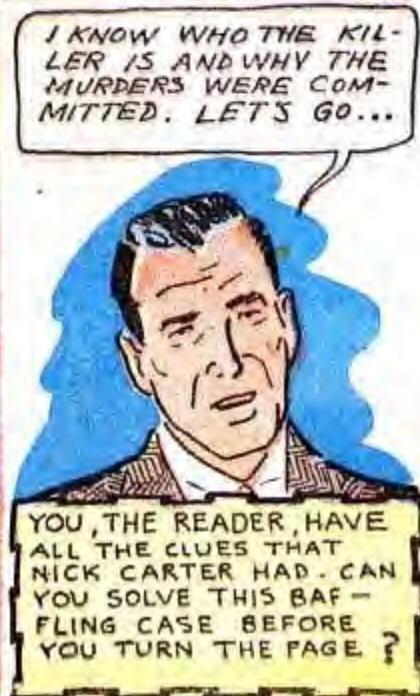
THEY RETURNED TO THE WARMTH OF THE INN...











THIS FEATHER WAS A PUERILE ATTEMPT
ON THE KILLER'S PART TO DRAG A
RED HERRING IN THE GUISE OF
INDIANS INTO THE CASE. MISS
FARREL, YOU HAVE A FEATHERED HAT,
DON'T YOU?

YES, "BUT
IT'S BEEN
STOLEN."



YES - THE KILLER
TOOK IT. HERE IS THE
REAL CLUE. THIS WAS
PART OF AN ELECTRIC
LIGHT BULB. IT IS PROOF
THAT THIS CRIME STEMS
FROM N.Y. AND NOT THE
FOREST OR
INDIANS.

BUT EVEN
THE INDIANS
HAVE ELECTRIC
BULBS NOW.



YES, BUT NOT WITH A LEFT-HANDED
THREAD. BULBS LIKE THESE ARE
USED IN THE SUBWAYS OF NEW YORK
SO THAT IF THEY'RE STOLEN THEY
CAN'T BE USED IN THE RIGHT-HAND
THREADED SOCKETS IN PEOPLE'S
HOMES.



THE KILLER LAID
APPI'S DEAD OVER
"OLD FAITHFUL."
WHEN THE GEYSER
ERUPTED, IT THREW
HIS DEAD BODY OVER
INTO RAINBOW POOL
A HALF HOUR AFTER
THE DEATH.



WALSH, YOU KILLED SLADE AND
APPI'S BECAUSE THEY FOUND YOU
HAD BOUGHT A \$100,000 WORTH
OF JAP BULBS BEFORE THE WAR.
THE JAPS NAMED A JAPANESE
TOWN USA - SO THAT THEY COULD
STAMP "MADE IN USA" ON ARTICLES.
THE ONLY DIFFERENCE IS BETWEEN
USA AND U.S.A. THE BOARD KNEW
NOTHING OF THIS.

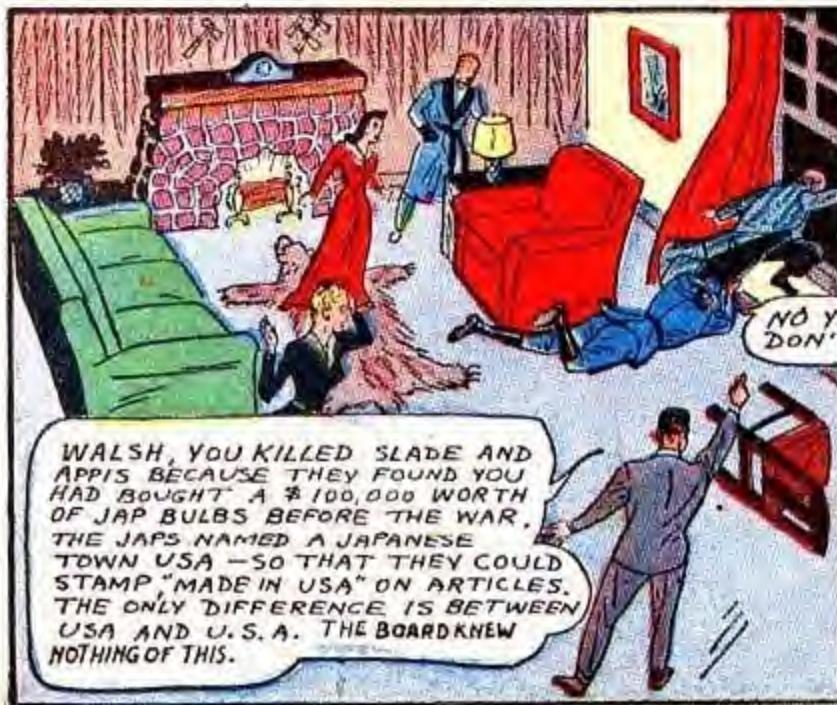
NO YOU
DON'T..

YOU BOUGHT
THEM FOR A
THIRD THE
NORMAL PRICE.
YOU MEANT TO
POCKET THE
DIFFERENCE BE-
TWEEN THE CHEAP
JAP PRICE AND THE
COST OF AMERICAN
MADE BULBS. NO
BOARD WOULD STAND FOR
FOR THAT.

AND I ALMOST
MARRIED THAT...

WHAT ARE YOU
YELLING ABOUT?
I AM MARRIED
TO HIM ---

YES.
BUT YOU'LL
BE A
WIDOW
SOON!



The HOODED WASP

In The Castle of Death

The HOODED Wasp, MYSTERIOUS FIGURE OF JUSTICE, AND HIS YOUNG PROTEGE JIM MARTIN--CALLED WASP, LET, GOT LOST ON BARREN, CREEPY "BALD MOUNTAIN" AT THE HEIGHT OF A THUNDER STORM.....



By
Jack Binder

TRUTHFULLY NO GUEST HAS EVER LEFT MY CASTLE ALIVE!!

DON'T TELL ME YOU'RE ONE OF THESE FICTION SCIENTISTS WHO EXPERIMENT ON HUMAN BEINGS?

NO-I AM A BUSINESS MAN, A PHILANTHROPIST AND HUMAN-ITARIAN..THOUGH SOME WOULD QUESTION THE LATTER....

AND JUST EXACTLY WHAT IS YOUR BUSINESS?

IT IS PLAIN AND SIMPLE...

..MURDER!

FOR LARGE FEES, I KILL PEOPLE WHO ARE IN THE WAY OF OTHER PEOPLE. WITH THE MONEY, I ENDOW SCIENTIFIC RESEARCH TO FURTHER CIVILIZATION AND HUMANITY.

WHAT DO YOU THINK ABOUT THIS GUY, HOODED WASP?

EITHER HE'S GOT A WARPED SENSE OF HUMOR...OR HE'S JUST WHAT HE SAYS HE IS, I'M GOING TO FIND OUT WHICH TONIGHT.

SURELY YOU AREN'T SERIOUS!...

ANSWERING THE HOODED WASP'S QUESTION WITH A MYSTERIOUS LAUGH, THE GIANT DR MERLIN USHERED THEM TO THEIR ROOM.

IT'S LOCKED!

I GUESS THAT'S OUR ANSWER, HOODED WASP.... HE'S NOT KIDDING!

HAH-HAH-HAH! ... SO I HAVE CAUGHT THE HOODED WASP IN MY DEATH ROOM! ... I'VE LONG FEARED YOU WASP... BUT NOW YOU'RE DEATH IS A MATTER OF MINUTES!

IF YOU KNOW ME, MERLIN... YOU KNOW I'M NOT EASY TO KILL!

AT THIS THERE IS A WHIRRING NOISE AND....

YOU WILL BE CRUSHED TO PULP, HOODED WASP.... YOU CAN'T ESCAPE

THE WALLS ARE CLOSING IN!

THE HOODED WASP AND WASPLET TEAR OFF THEIR CLOTHES AND ARE READY FOR ACTION AS THE WALLS COME CLOSER AND CLOSER...

WITH A TREMENDOUS UPWARD THRUST THE HOODED WASP SENDS WASPLET HURTLING TOWARDS THE SKYLIGHT!

HURRY... HURRY!

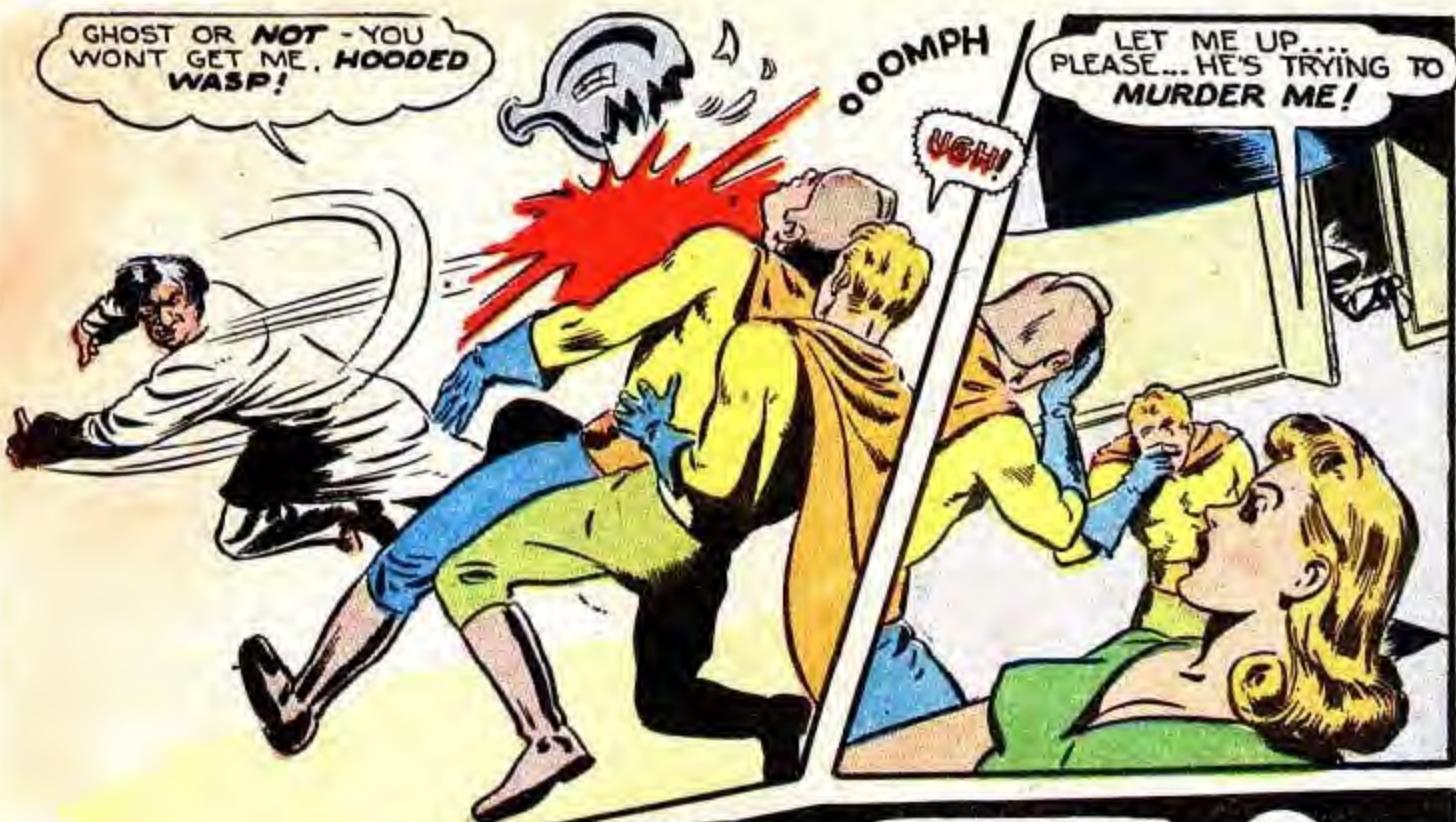
WE TOSSES TIED BED SHEETS UP TO WASPLET AND STARTS TO PULL HIMSELF UP!



GHOST OR NOT - YOU
WONT GET ME, HOODED
WASP!

OOOMPH

LET ME UP...
PLEASE... HE'S TRYING TO
MURDER ME!



MY NAME
IS RITAMIRTH-- MY
HALF BROTHER HIRED THAT
MAN TO KILL ME SO HE COULD
GAIN CONTROL OF MY FATHER'S
ESTATE AND MONEY!

DON'T WORRY, RITA--
WE'LL GET YOU OUT
OF THIS AND BRING
THEM BOTH TO JUS-
TICE.

OH NO YOU WON'T,
HOODED WASP!....
BECAUSE I'M GOING
TO KILL YOU ALL!

THE
HALF BROTHER,
EH ??

STEVE!



THE MAD DOCTOR ESCAPES, BUT
THEY FREE THE GIRL WHO TELLS
HER STORY.

YOU'RE OVER-
ESTIMATING YOUR
ABILITY, PUNK!

I-I'M.... SHOT

RITA!



BUT ONE OF THE WILD BULLETS
FINDS ITS MARK IN RITA!

IT'S MY
SHOULDER....

IT ISN'T SERIOUS. STAY WITH
HER WASPLET, WHILE I GO
AFTER DR. MERLIN!

TIE HIM UP SO HE WON'T
MAKE TROUBLE WHEN
HE COMES TO!

RIGHT!

HE DIDN'T GO OUT,
SO HE MUST HAVE
GONE UP THESE
STAIRS.....

SEVERAL FLIGHTS UP, AT THE TOP OF THE STAIRS....

HEH-HEH... HE'LL NEVER
KNOW WHAT KILLED HIM!

AT THE LAST MOMENT, THE HOODED WASP'S
SIXTH SENSE GIVES HIM WARNING, BUT THE STONE IS
ON HIM!

SEEING THAT HE HAS MISSED HIS QUARRY, THE MAD DOCTOR FLEES TO THE ROOF....

HE'LL NEVER GET ME... NEVER... NEVER... NEVER!

BAAMM!!

BUT THE HOODED WASP IS CLOSE BEHIND!

AND BRINGS HIM DOWN!

HELP!

!☆ *☆?!!

PHEWW... WHAT A FOUL VOCABULARY!

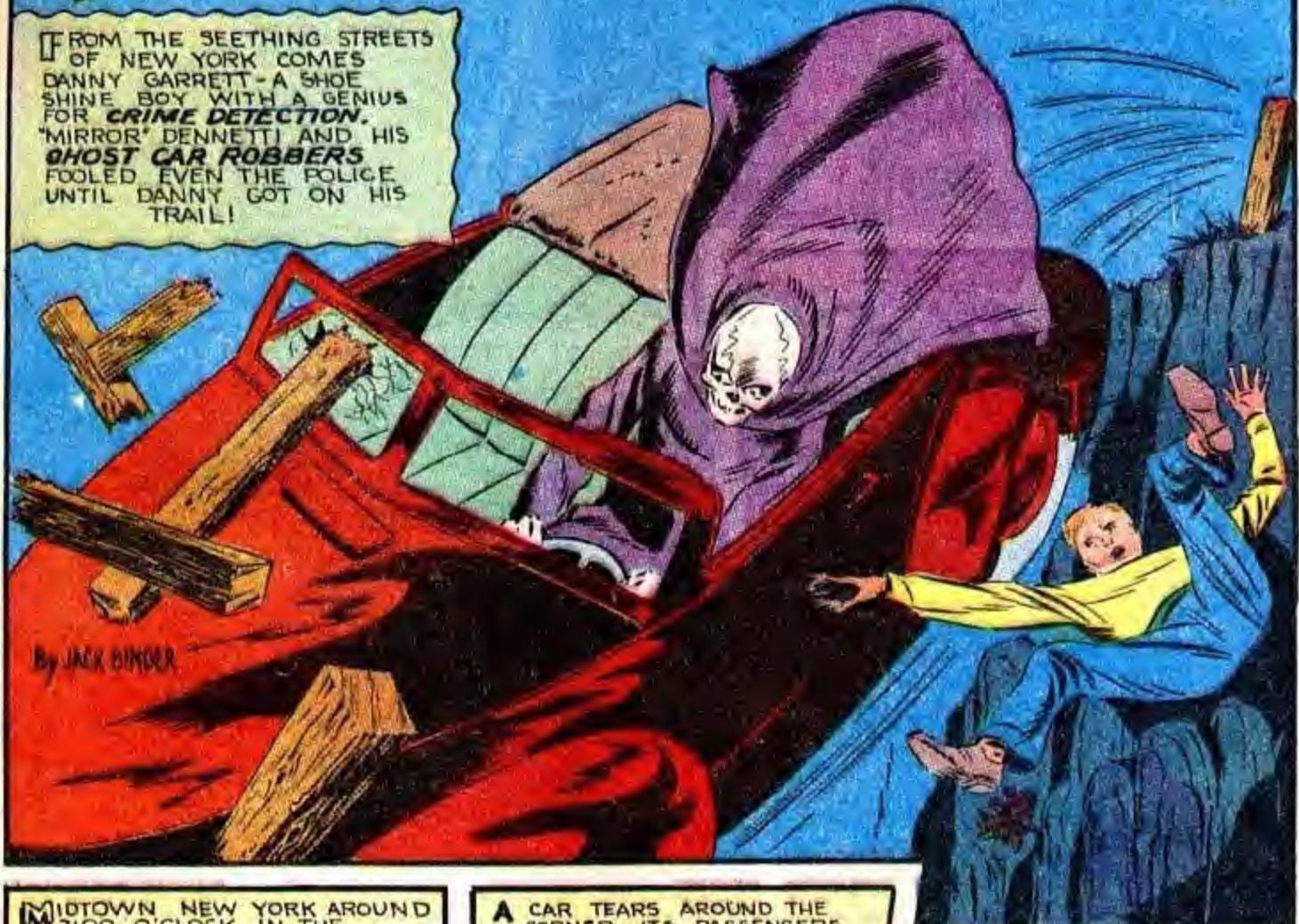
THE MAD DOCTOR BREAKS THE HOODED WASP'S GRIP AND KICKS OUT!



DANNY GARRETT

FROM THE SEETHING STREETS OF NEW YORK COMES DANNY GARRETT - A SHOE SHINE BOY WITH A GENIUS FOR CRIME DETECTION. "MIRROR" DENNETTI AND HIS GHOST CAR ROBBERS FOOLED EVEN THE POLICE UNTIL DANNY GOT ON HIS TRAIL!

By JACK BIRNER



MIDTOWN NEW YORK AROUND 7:00 O'CLOCK IN THE EVENING....



A CAR TEARS AROUND THE CORNER - ITS PASSENGERS POURING LEAD AT THE LONE POLICEMAN....



GET THE LEAD OUT, YOU GUYS!... WE AIN'T GOT ALL NIGHT!



AS THE CAR PULLS AWAY, A YOUNG BOY STREAKS TOWARD THEM! IT'S DANNY GARRETT!

WHAT'S YOUR RUSH?



IN THE PURSUING POLICE CAR IS DETECTIVE MIKE CLANCY, DANNY'S CLOSEST FRIEND....

THE CROOKS LEAD THE CHASE THROUGH THE CROWDED STREETS BY A WINDING BUT DIRECT COURSE TO THE HUDSON RIVER...

STOP!... IT'S DANNY!

NO TIME, MIKE... WE GOTTA CATCH THOSE MURDERIN' CROOKS!



DOWN THE RIVER ROAD ALMOST TO ITS VERY END.

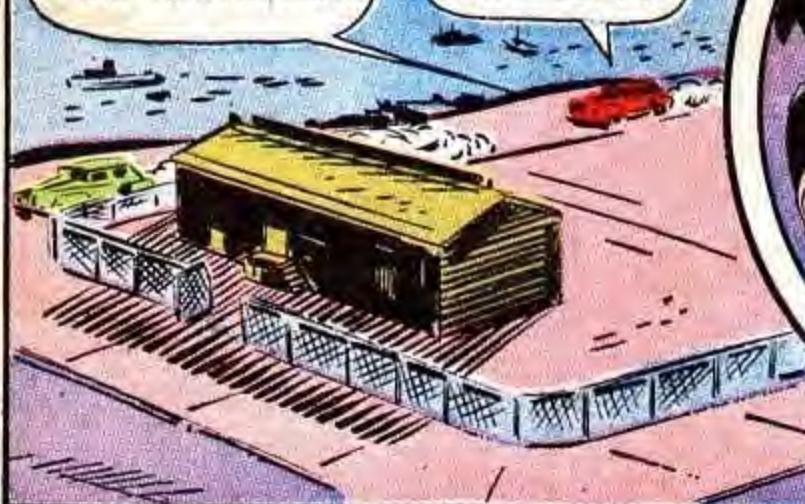
BUT WHEN THE POLICE CAR ROUNDS THE BUILDING

WE'LL LOSE SIGHT OF 'EM FOR A MINUTE BEHIND THE WAREHOUSE....

IT'S A **DEAD END** UP AHEAD.... THEY'LL HAVE TO TURN **LEFT!**

YI!... IT AINT POSSIBLE!

YOU'RE TELLING ME!.... I AINT SEEN NOTHING LIKE THIS SINCE McGINTY'S **WAKE!**



NO WONDER THEIR ASTONISHMENT... THE CAR IS HEADING OVER THE RIVER!

A FLYING CAR!

A GHOST CAR... YOU MEAN!



NEXT DAY, MIKE VISITS DANNY IN THE HOSPITAL WHERE HE WAS TAKEN FOR MINOR INJURIES....

HAVE YOU GONE **NUTS**, MIKE?... GIVING OUT A STORY ABOUT A **GHOST CAR**

IT'S NO BUNK, DANNY.... I SAW IT... FLYING OVER THE RIVER... THEN POOF! IT WAS GONE!

GHOST CAR! **BUNK**... I'D LIKE TO DO A LITTLE INVESTIGATIN'. I'LL BET I.....

CUT IT OUT, DANNY!... THIS IS POLICE BUSINESS.. I FORBID YOU TO LEAVE THIS HOSPITAL!



BUT AS SOON AS MIKE IS GONE....

THIS IS **ONE** CASE THAT SOUNDS **TOO** INTERESTING TO **MISS**!

ARRIVING AT THE DESERTED SPOT BEFORE THE JUTTING-OUT WAREHOUSE, DANNY SURVEYS THE SCENE AND SETS TO WORK...

ONE LINE OF SHOE-WHITE HERE... IN FRONT OF THIS WAREHOUSE...



...AND ANOTHER LINE HERE WHERE THE CAR STARTED TO "FLY"! NOW "MISTER" GHOST CAR - PROVE YOU ARE ONE!

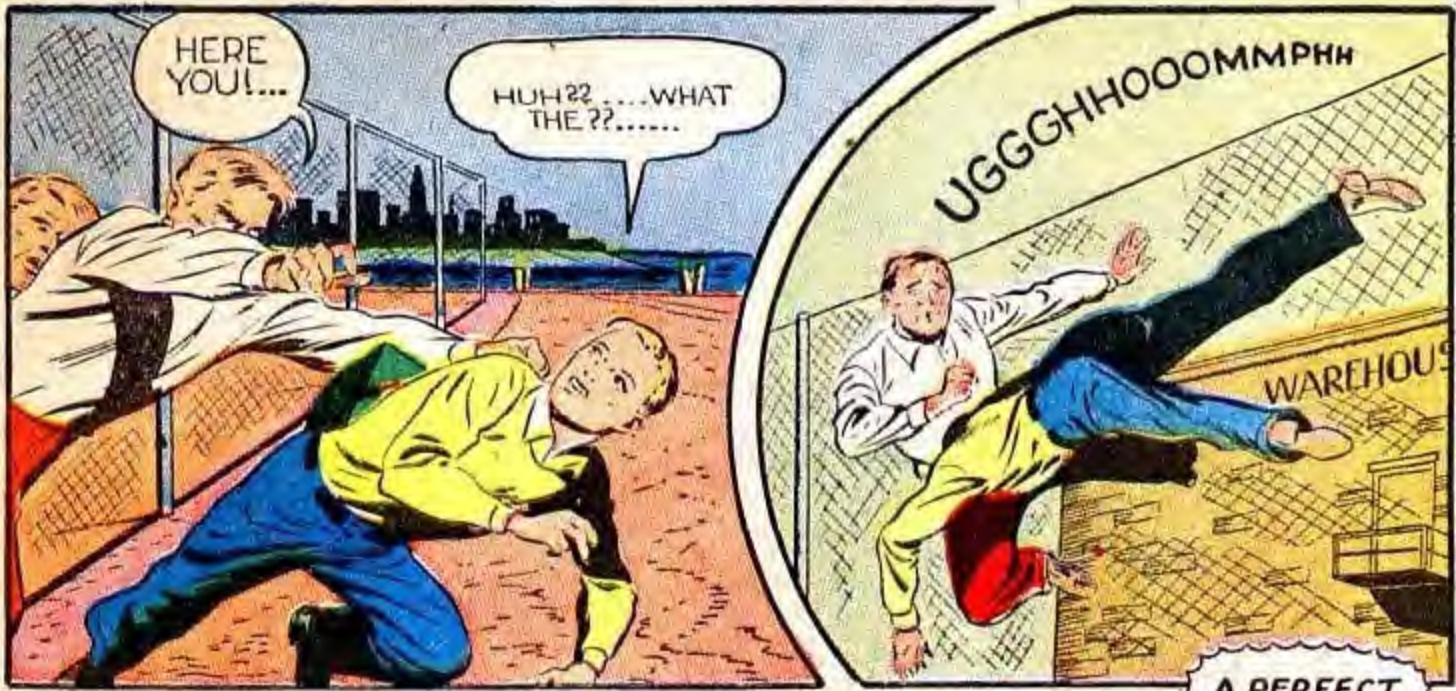


HIS SIMPLE TRAP SET, DANNY STARTS TO LEAVE WHEN...

HEY!.. DAT'S THE KID WHAT ALMOST QUEERED US LAST NIGHT!

YEAH!.. WE BETTER GRAB AN' TAKE 'IM TO 'MIRROR!







THE DUMB THUG FALLS FOR DANNY'S RUSE AND SLIPS INTO THE ROOM BUT NOT QUIETLY!

#@%\$!! HEY... OUCH... OPEN UP!... YUH CAN'T DO THIS TO ME!



MEANTIME, 'MIRROR' AND HIS 'GHOST CAR GANG' AGAIN PULL A SUCCESSFUL ROBBERY AND LEAD THE POLICE THE SAME FAST CHASE DOWN TO AND ALONG THE RIVER....

THERE'S THAT WAREHOUSE... IF THEY FLY OUT INTO THE RIVER AGAIN... I'LL RESIGN!



DANNY!... HOW'D YOU GET HERE - AN' WHATCHA MEAN YOU CAN PROVE IT?

I TOOK THE TROUBLE OF SETTING A LITTLE TRAP THIS AFTERNOON - PART OF IT IS AT YOUR FEET...

I PUT A WHITE LINE OF SHOE-WHITE DOWN HERE - YOU CAN SEE NO TIRES HAVE PASSED OVER IT - IT'S UNBROKEN!

THAT'S WHAT'S WORRYIN' ME:...THIS PROVES IT IS A GHOST CAR!



DANNY TAKES THEM TO THE WHITE LINE BEFORE THE WAREHOUSE....

BUT LOOK THERE ARE TWO SEPARATE SETS OF TIRE TRACKS ON THIS LINE....

THIS SET IS OURS, MIKE!

THEN THE OTHER SET MUST BE THE GHOST CARS!... BUT HOW?... WHERE?

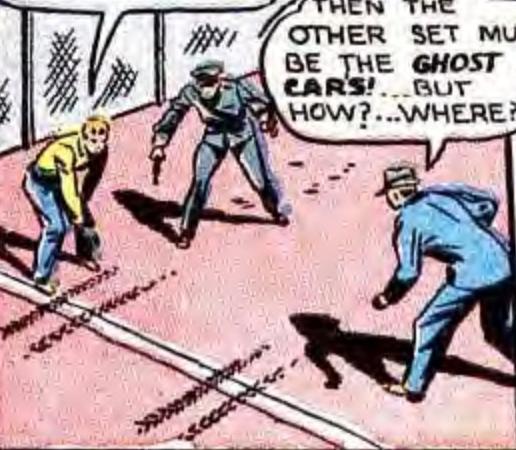
FOLLOW ME - I'LL SHOW YOU YOUR "GHOST CAR"... IT OUGHTA BE PARKED BEHIND THIS WAREHOUSE!

WHO AM I TO ARGUE WITH A GENIUS?... COME ON, MEN!

DANNY LEADS THEM AROUND THE WAREHOUSE AND INTO A SMALL ALLEY... SUDDENLY...

DA COPS!

COPS? BLAST 'EM!



BUT THE BULLETS OF THE LAW FIND THEIR MARKS IN THE RATS WITH DEADLY ACCURACY!

MAMA MIA... OWWWWW!

EKKKKKKK

OHH

OH OH H

PRESSED FOR AN EXPLANATION AS TO HOW THE CAR WAS MADE TO SEEMINGLY FLY OVER THE RIVER, DANNY GARRETT LEADS THEM TO THE EDGE OF THE SHORE....



DANNY'S FINGER TOUCHES THE BUTTON. SUDDENLY...

WHAT THE?... A GIANT STEEL MIRROR!

RIGHT! 'MIRROR' DENNETT PUT HIS NAME TO USE. BUILT THIS STEEL MIRROR AND MADE YOU THINK HE DROVE A GHOST CAR ACTUALLY ALL YOU SAW WAS THE REAL CAR'S REFLECTION AS IT DISAPPEARED DOWN THE STREET IN THE OPPOSITE DIRECTION!



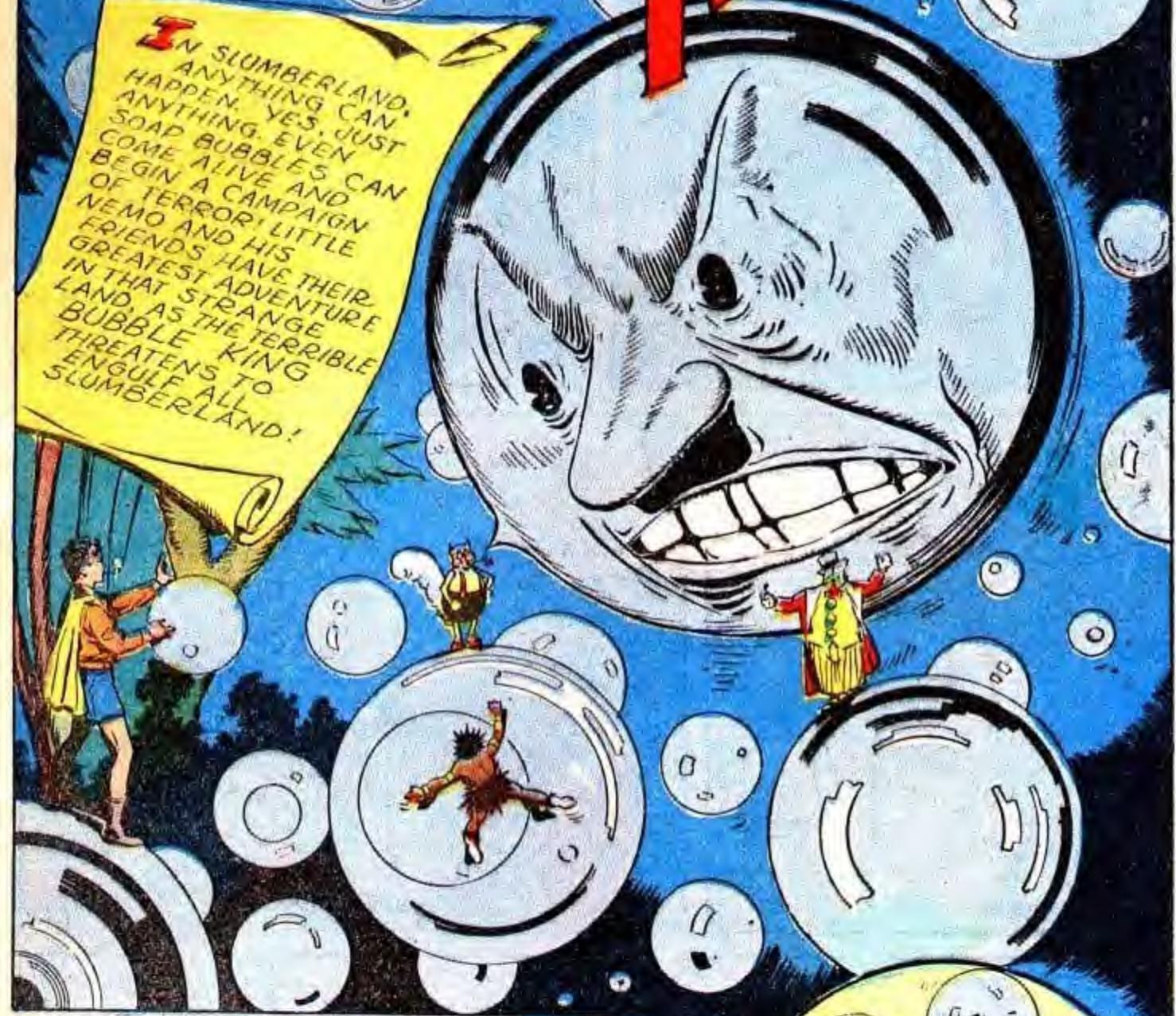
DANNY, M'BOY.... THANKS AGAIN FOR HELPIN' ME OUT OF A SPOT!

FORGET IT, MIKE.. AN' LET ME GIVE YOU A SHOE SHINE ON THE HOUSE!

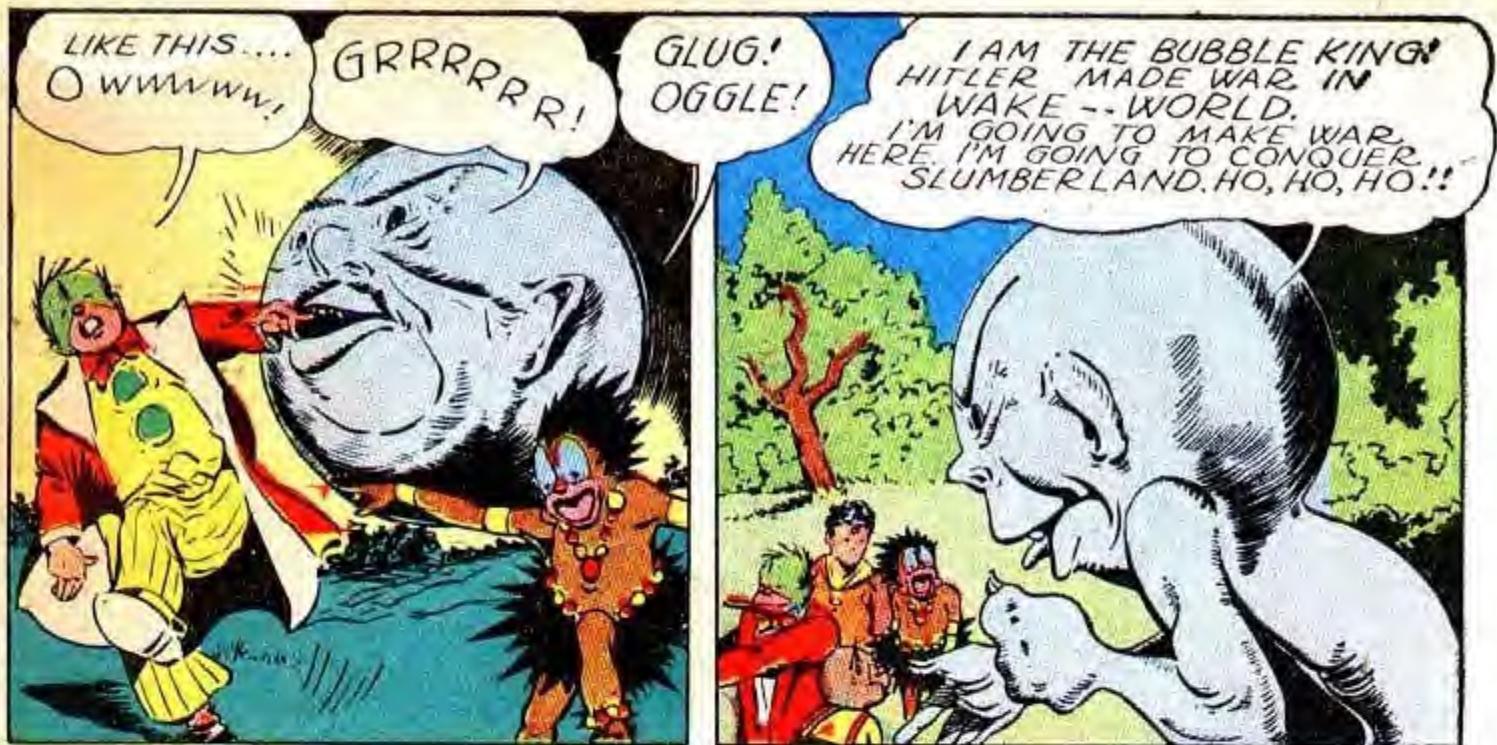


LITTLE NEMO

IN SLEEPERLAND,
ANYTHING CAN
HAPPEN. YES, JUST
ANYTHING. EVEN
SOAP BUBBLES CAN
COME ALIVE AND
BEGIN A CAMPAIGN
OF TERROR! LITTLE
NEMO AND HIS
FRIENDS HAVE THEIR
GREATEST ADVENTURE
IN THAT STRANGE
LAND, AS THE TERRIBLE
BUBBLE KING
THREATENS TO
ENGULF ALL
SLEEPERLAND!





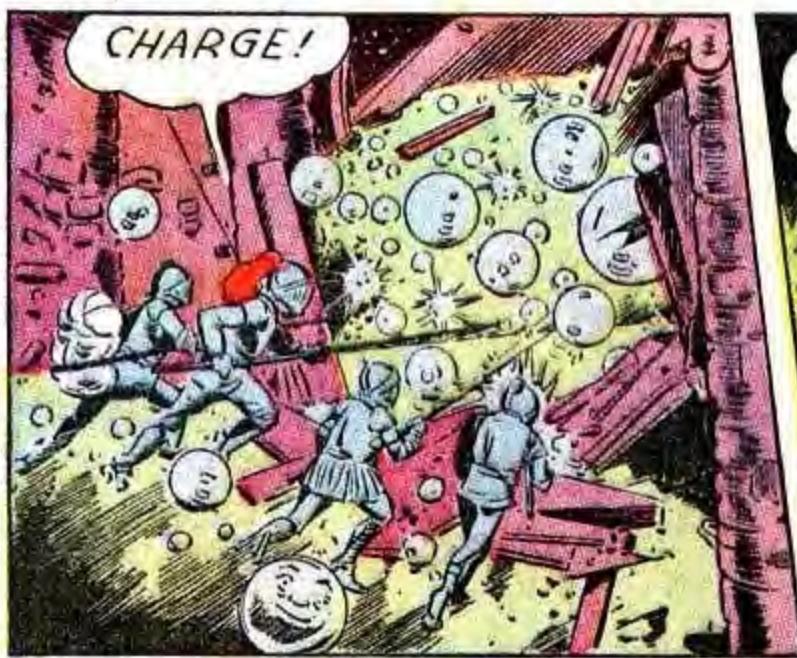


I AM THE BUBBLE KING!
HITLER MADE WAR IN
WAKE--WORLD.
I'M GOING TO MAKE WAR
HERE. I'M GOING TO CONQUER
SLUMBERLAND. HO, HO, HO!!









SECRET CODES

By HENRY LYSING

NOTED EXPERT ON CODES, AUTHOR OF "SECRET WRITING," "THE CRYPTOGRAM BOOK," ETC., CONDUCTOR OF THE "CODES" DEPARTMENT IN THE SHADOW MAGAZINE; TECHNICAL DIRECTOR OF COLUMBIA'S GREAT CHAPTER PLAY, "THE SECRET CODE."

(Editor's Note—This is the first of a series of lessons in secret codes which Mr. Lysing will continue in future issues of The Shadow Comics. Mr. Lysing is undoubtedly the country's most famous code expert, and through his books, magazine articles, lectures, is one of the first authorities to make this intriguing game of codes appeal to popular fancy. He has taken codes out of the grim business of military technicalities to make it an intriguing and interesting game for people of keen minds, young and old; and to make all of us more aware of the possibilities for helping our country in the present need. It is a stimulating hobby which all of you will enjoy, and some of you may find of great help to our country.)

Lesson One

When we start our interest in codes as a hobby, as a way of getting plenty of entertainment, of sharpening our minds, and also of possibly getting much practical benefit by our ability in communicating secretly with others—or perhaps intercepting secret messages which enemies of our country may be using!—we have to do exactly as we would do in the case of taking up any other study or hobby. We have to know what materials we work with, and to what end we can make these materials work for us.

Codes are secret communication. We communicate by means of language; by means of signs; by means of words and letters. Therefore, the alphabet is our means of work, for it is the base of all communication. Secondary to this are numerical units. Finally come pictures or symbols which can take the place of words and serve the same purpose.

Therefore, first let us make ourselves alphabet "slides" so that our work hereafter will

be much easier by having handy equipment.

All you have to do is get yourself clean strips of paper, or preferably cardboard, so that they will be easier to handle and last longer, and on this mark off a double alphabet in its regular sequence. Make your alphabet in block letters, or on a typewriter, so that each letter occupies the same space, thus making it easier to fit one letter beneath another when you use the slides.

Figure One

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

(Paste these two lines in continuous strip)
The reason we suggest a double alphabet is that, in comparing alphabets, you will run over one end of the regular alphabet, and having two of them in line will save you getting mixed up.

After you have made the regular alphabet, make another one (this one may be just single, not double) with the alphabet in reverse.

Figure Two

Z Y X W V U T S R Q P O N
M L K J I H G F E D C B A
(Paste these two lines in continuous strip)

Then make one with numbers signifying the alphabet, from 1 to 26; and another with the numbers running in reverse. (Figure Three.)

If you wish, you may simply cut out the figures given you here and paste them on a stiff piece of cardboard. Then you have your equipment complete.

Now, with this equipment on hand, let us try our hand at the first step in solving a hidden message—which is the easiest way to learn how to write effective secret messages.

Our message:

G S R H X L W V R H E V I D V Z H B

The first thing we try to do is to recognize

Figure Three

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

some word, especially a word of a few letters. We have, in this case, the combination RH, and as a further help, we see that same combination finishing up the first word. Now, there are just a few ordinary two-letter words in our language: as, at in, or, by, of, is, it, and so on. We may have to try all of them, so let's start.

Take your alphabet slide showing the letters in their right order. Then let's take the one with the reverse alphabet on it and try matching the letters of the regular alphabet word we select against the letters RH in the code.

Let us try AT. So we put the letter R, in our reversed alphabet, under the letter A of the regular alphabet and look for the letter that would denote H. This turns out to be K (Figure Four) which would give us AK for the coded word RH. That must be wrong.

Figure Four

I	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H
I	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
O	N	M	L	K	J	I	H	G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P

Try another—because that's what you must do; try and try again. This time let's try our second word, IN. Put the R of the reverse alphabet slide under the I of the regular alphabet and look to see if the H will give us N. It doesn't; it gives us S over H, so our coded RH gives us IS, which is a regular word.

Now let's fill in I and S for R and H wherever it appears in our coded message, and we get this:

G S R H X L W V R H E V I B V Z H B
i s i s s

Then we go on, with our reversed alphabet, and match up our code letters with the regular alphabet, and our answer:

G S R H X L W V R H E V I B V Z H B
t h i s c o d e i s v e r y e a s y

Doing it this way sounds very easy, you say, because we picked the right way from the start. Of course, if you are lucky, that helps. But if that hadn't worked out, we would have tried some other way.

For example, if your hidden message has no short words (and short words are give-aways, so keep away from them in secret messages!) or any other such clues, your first step is to

hunt for combinations of letters. We know that TH is a frequent combination in our language; so is ON, IN, ER, and so on. (Figure Five gives you a list of the most common combinations.)

Figure Five

'th	at	st
er	en	io
on	es	le
an	of	is
re	or	au
he	nt	ar
in	ea	as
ed	ti	de
nd	to	rt
ha	it	ve

If we see two letters, no matter what letters they are, repeated often, we try substituting one of these combinations for them,

Figure Four

I	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H
I	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
O	N	M	L	K	J	I	H	G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P

and most times that will give us a start toward breaking down the code.

If that doesn't work, we try the method of letter frequency. Some letters of our language appear oftener than others. E is the most frequent; then comes T, A, and so on. Here is the entire alphabet in its order of frequency:

E T A O I N S R H L D C U M F W G Y P B V K X J Q Z

Whenever you see a great number of V's in a coded message, you might readily guess that the message is the same reverse-alphabet code we have just solved, and that every V is an E. Spotting a few such letters, plus a few combinations, will do half your job for you.

This substitution of letters for others can be worked a great many different ways. Instead of reversing the alphabet, just write your message by substituting the letter following the regular letter. Instead of

THIS

you write

UIJT

which is one letter ahead; or make it two letters ahead, or three, or four. This will give you a good complicated code.

You can do the same thing backward: using the letter *in front of* your regular letter. Use A for B, B for C, and so on; or two letters in front, using Y for A, Z for B, and so on. Or

further, reverse the alphabet, as we have shown in our first message, and then use letters in front or in back of the regular letter. This is "double" encoding, and makes the code just twice as hard to break.

Once we know this principle of substitution, there is no limit to the number of codes we can devise on this basis. They may be variations of the substitution of the alphabet letters; they may be a reversal of their positions, such as simply writing the words backward: SIHT EDOC SI YREV YSAE or writing it by transposing every other letter: TIHS CDOE SI VREY EASY or by putting one or two extra letters, picked at random, between each real letter of your word. Thus, using two extra letters, we get:

TLMHACIGBS CKIOYZDMQE IKKL
VKSELDRATY EFTANBSTTY

and so on, limited only by our patience and ingenuity.

Then, too, we can use this same principle by simply substituting a sign or a figure for each letter of the alphabet, and then writing our message in that. Here, in Figure Six, for example, is one code which many of you might have, at some time or other, seen:

Figure Six

A	D	G	J	M	P
B	E	H	K	N	Q
C	F	I	L	O	R
T	S	V	X	W	Z
U			Y		

This is the tic-tac-toe code, and the message, "This code is very easy," would be:

>C>V>T>U>C>V<D>F>A>J>VA

Now, you can make this code more complicated by using the reversed alphabet, or the letters one or two ahead or one or two behind. It will tend to make the code more confusing and baffle people who think they understand it. For example, if we reverse the alphabet, the same message, "This code is very easy," which is given in Figure Seven in its regular order, would now look like this:

LVF>>AV<FC><G><<C>

and the average person, remembering the tic-tac-toe code would get, as his first translation:

GSRH XLWV RH EVIB VZHB

and it wouldn't mean a thing to him. He'd have to start all over again, solving a brand-new code!

Here's still another effective little code, which you can alter to suit your convenience quite easily. First, arrange the alphabet in a square of five letters each way, dropping the letter Z in order to make the square an even 25 letters instead of the complete 26. Then, along each side and column, write the numbers from 1 to 0, like this:

	6	7	8	9	0
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y

Now, all you need to do to write your message is to put down the two numerals which meet at the letter you wish to write. For example, A is 16; B is 17; F is 26; K is 36; M is 38; S is 49; and so on. To write our message, "This code is very easy," you write:

40 28 29 49 18 30 19 10 29 49 57 10 48 50
10 16 49 50.

There is no limit to the changes you can make in this code. You can, for example, use the horizontal number first, thus A, instead of being 16, would be 61, and so on. Or you can have the vertical numbers (on the side) be single numbers, and the horizontal ones double numbers; thus, if instead of 6 you have 62, the letter A would be 162 (or, working the other way, 621). You may, instead of numbers, use letters for your side and horizontal markers, or use a combination of both.

This one will really leave you with plenty of possibilities to work on, and keep you busy until next month, when our second lesson will initiate you into better and more exciting codes and secret messages. Don't miss Lesson Two in the next issue of The Shadow Comics.

(To Be Continued)

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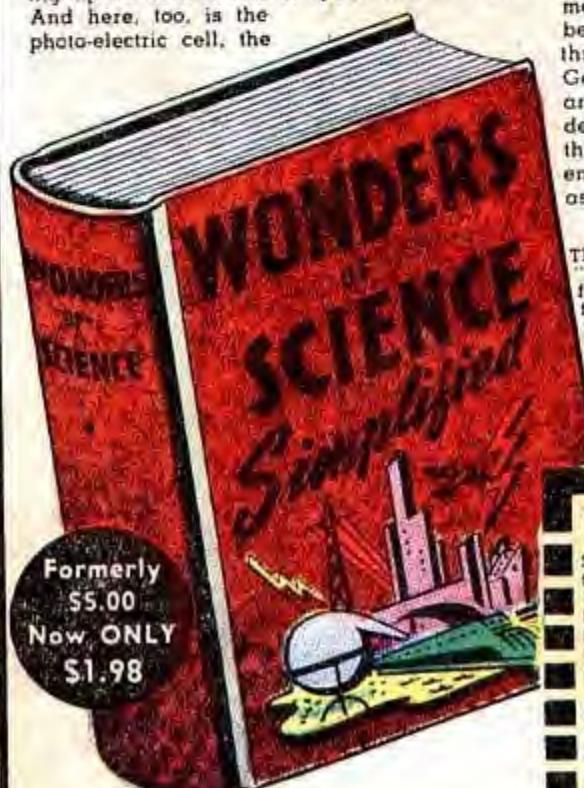
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